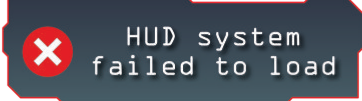




ANDROMEDA ESCAPE SCENARIOS



<<<< Manual Override >>>>



Oh no! All the Head-Up Displays of the auxiliary systems have failed to load. Only the intergalactic flight paths are still visible. Play without maps, skip actions, bridges and lost ship.

Points are irrelevant: the Commander who is first to save all his/her ships wins!

This scenario requires Commanders to plan ahead more. There are no cards or bonuses to get you out of a losing position. Watch your opponents' moves carefully and make sure you pass as little as possible.

<<< Echoes in the void >>>



A good Commander does not leave until everyone is found. As in the base game, every Commander has a lost ship, which wanders in the endless void of space. Only after you have found your lost ship, your first ship may pass through the wormhole. However, that doesn't mean Commanders should start looking for your ships right away. Perhaps it pays to position your available ships first before searching.

In this scenario, the game board will soon be filled with spaceships. This brings more interaction between the players, making the outcome more unpredictable.

<<< Cooperative Rivalry >>>

The Intergalactic Federation has ordered all Commanders to help the galaxy by achieving all the missions that players have in their hands after the game setup. If at the end of the game a Commander has failed to achieve one or more missions, everybody loses.

Commanders are not allowed to communicate which missions they have, but they can give each other tips on which move to make. Achieved missions are placed visibly on the table as in the regular game. In the end, there is only one winner: the Commander with the most points. Points from Last Ship do not count! Points from Action cards do.

In this scenario, Commanders must work together to finish the game. The challenge in this game is that the difference in points is no longer made by saving all ships first, but by which missions you choose and how you deal with Action Cards.



<<<< Critical drift >>>>

The automatic stabilisation system has failed. The crew must use manual manoeuvres to try to keep the ship moving. The Skip HUD is malfunctioning. This means that skipping a turn does will never give you bonuses.

This scenario is most similar to the regular game. This scenario requires Commanders to think more ahead, as passing can no longer give you a bonus action. Watch your opponents' moves carefully and make sure you need to skip as little as possible.



<<<<< Mass Exodus >>>>>

A Supernova is imminent but in a three- or four-player game, spaceships remain in the hangar? The Intergalactic Federation orders the Commanders to use all resources to save as many people as possible!

Play a three- or four-player game where each player possesses all 10 ships. This scenario will bring total chaos and bustle, as in theory almost the entire playing field can be occupied. This provides maximum interaction and unpredictability.

When the stack of Action cards is exhausted, shuffle the discard pile and form new decks.



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